Welcome

At Club Penguin, we're all about fun for kids and peace of mind for parents. Our goal? To partner with parents and provide a fun, safe online experience.

Commitment to safety is what guides everything we do at Club Penguin and we work hard to make Club Penguin a place that provides fun for kids and peace of mind for parents. We had a great conversation about how to stay safe on the Internet and we encourage you to continue this conversation at home.

Today we specifically discussed password security and personal identifiable information with your children. While this package contains some resources on this topic, if you'd like to know more about how to educate your kids about online safety we recommend that you visit Club Penguin's Parent Page (www.clubpenguin.com/parents) and the following resources:

Netsmartz is a program put together by the National Center for Missing And Exploited Children. We have partnered with NetSmartz, who offer free internet safety presentations tailored to specific audiences. www.netsmartz.org

Common Sense Media is dedicated to improving the lives of kids and families by providing the trustworthy information, education, and voice they need to thrive in a world of media and technology. www.commonsensemedia.org

On twitter? Follow @clubpenguin to get Club Penguin news that matters to you. You can also receive tips, secrets and gifts to share with your kids.

What about Facebook? Use the Disney Parent App to connect and engage with your child's Club Penguin experience. You can celebrate learning milestones, share game tips, secrets, and even send your little penguins gifts online.

Want to make games?

Kids love playing games and we find that after they learn the basics of game programming many are interested in giving it a try. They want to explore the world of creating their own programs; but where to start?

Game programming is actually easier than many people think. There are lots of resources available to use, some are easy and other are more complicated. Sometimes local community centres have classes available that you can sign up for or you can work through a book as a family. Here are some resources that can get you started.

***Video Game Programming for Kids* by Jonathan S Harbour**
The programs in this book use a free BASIC compiler called QB64. It's a great place to start, especially if you are not sure if your child will like programming or not. This book has about 13 different programs to follow, ranging from easy to hard and include knowledge tests at the end of each chapter (with answers for us parents).
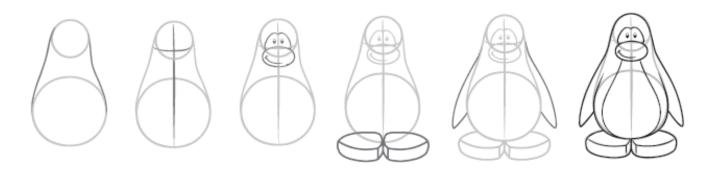
***Hello World! Computer Programming for Kids and Other Beginners* by Warren Sande**
Hello World! Provides a gentle but thorough introduction to the world of computer programming. It's written in language a 12-year-old can follow, but anyone who wants to learn how to program a computer can use it. Even adults! Written by Warren Sande and his son, Carter, and reviewed by professional educators, this book is kid-tested and parent-approved.

***Kids can program too!: Java Edition* by Ely Eshel**
This book addresses the curiosity of computer-literate youngsters who want to learn how to write their own computer programs. Although programming is serious, it can also be a lot of fun – and this book turns the process into an enjoyable challenge rather than a boring task.

So your kid likes to draw...

Many kids love to draw and illustration is a very popular portion of our studio tour! All of our artists have said:

"If you think you'd like to be an illustrator the best thing you can do is practice, practice, practice. Draw everything all the time."

In the package we gave out today there is a notebook with a guide on how we draw penguins. This is a great place to start! Here are some other resources you may want to look at with your family.

Basic Drawing Made Amazingly Easy **by Christopher Hart**
This is a complete drawing book for the beginning artist. Based on a series of lessons that begin with the five basic shapes (circle, oval, cylinder, square and rectangle) combined with the five basic components of drawing (line, mass, perspective, light and shading), the book progresses from the simplest forms to more complex, inanimate objects, as well as organic animate subjects.

This book is part of a series that includes books that focus on cartooning animals, anime, and people.

How to Draw Comics the Marvel Way **by Stan Lee and John Buscema**
Stan Lee and John Buscema have collaborated on this comics compendium: an encyclopedia of information for creating your own superhero comic strips.